

**CLAIM AMENDMENTS**

What follows is a listing of all the claims that are, or were, in the patent application. For each claim, a status is indicated in parentheses. In addition, the text of each claim is presented, unless the claim has been canceled or withdrawn. Current amendments to the claims are presented using a strikethrough for deleted matter and using underlining for added matter.

1. (Currently amended) A device for displaying information about a game with a playing surface, the device comprising:
  - a body that is physically unconnected to the playing surface;
  - a first display operable to display first information about a player of the game; and
  - a second display operable to display second information about the player of the game, the second display facing in a different direction from that of the first display,in which both the first display and the second display are rigidly attached to the body.
2. (Canceled)

3. (Previously amended) A device for keeping time comprising:
  - a single rigid chassis;
  - a first memory for storing a first amount of time remaining for a first player of a game, the first memory attached to the chassis;
  - a first display for displaying the first amount of time, the first display rigidly attached to the chassis and coupled to the first memory;
  - a second display for displaying the first amount of time, the second display rigidly attached to the chassis and coupled to the first memory,
    - in which the second display faces in a different direction from that of the first display;
  - a second memory storing a second amount of time remaining for a second player of the game, the second memory attached to the chassis;
  - a third display for displaying the second amount of time, the third display rigidly attached to the chassis and coupled to the second memory; and
  - a fourth display for displaying the second amount of time, the fourth display rigidly attached to the chassis and coupled to the second memory.
4. (Original) The device of claim 3, in which the second display faces in a direction opposite that of the first display.
5. (Previously amended) The device of claim 3, in which the first display and the third display are the same display, and in which this same display displays the first amount of time at a first location on the display and the second amount of time at a second location on the display.
6. (Canceled)
7. (Previously amended) The device of claim 3, in which the first memory and the second memory are the same memory, and in which this same memory stores the first amount of time in a first location in the memory and the second amount of time in a second location in the memory.

8. (Original) The device of claim 3, in which the first memory is a semiconductor memory.
9. (Canceled)
10. (Previously amended) The device of claim 3, in which the first display is at least one of:
  - (a) a liquid crystal display;
  - (b) a dot matrix display;
  - (c) a diode display;
  - (d) a light emitting diode display;
  - (e) an organic light emitting diode display;
  - (f) a cathode ray tube; and
  - (e) a projection display.

11. (Previously amended) The device of claim 3 further including:
- a signal generator for generating a timing signal, the signal generator coupled to the first memory and to the second memory;
  - a first button for signaling a first play in the game, the first button attached to the chassis and coupled to the first memory and to the second memory; and
  - a second button for signaling a second play in the game, the second button attached to the chassis and coupled to the first memory and to the second memory,
- in which:
- the first memory is operative to reduce the first amount of time remaining upon receipt of signals from the second button;
  - the first memory is operative to stop reducing the first amount of time remaining upon receipt of signals from the first button;
  - the second memory is operative to reduce the second amount of time remaining upon the receipt of signals from the first button;
  - the second memory is operative to stop reducing the second amount of time remaining upon receipt of signals from the second button;
  - the motion of the first button with respect to the chassis is constrained to one dimension; and
  - the motion of the second button with respect to the chassis is constrained to one dimension.
12. (Original) The device of claim 3, further including a processor, the processor attached to the chassis and operative to:
- direct the first memory to reduce the first amount of time remaining;
  - direct the second memory to reduce the second amount of time remaining;
  - direct the first memory to stop reducing the first amount of time remaining;
  - direct the second memory to stop reducing the second amount of time remaining;
  - direct the first display to display the first amount of time; and
  - direct the second display to display the first amount of time.

13. (Original) The device of claim 3, further including a microphone for receiving voice inputs, in which the microphone is electrically coupled to the first memory.

14. (Previously amended) A device comprising:  
a means for tracking a first time;  
a means for tracking a second time;  
a first display means for displaying the first time in a first direction;  
a second display means for displaying the first time in a second direction; and  
an initiation means for initiating the reduction of the first time and halting the reduction of the second time,

in which the first display means is at least one of:

- (a) a liquid crystal display;
- (b) a dot matrix display;
- (c) a diode display;
- (d) a light emitting diode display;
- (e) an organic light emitting diode display;
- (f) a cathode ray tube;
- (e) a projection display;
- (h) a mirror;
- (i) a reflective surface;
- (j) a convex mirror;
- (k) a concave mirror;
- (l) a series of mirrors; and
- (m) a transparent panel with opaque indicia.

15. (Canceled)

16. (Currently amended) A device comprising:  
a body;  
a memory, the memory including four memory locations,  
in which each of the four memory locations stores a time remaining for a  
different one of four players; and  
exactly four clock buttons, each of which, when pressed, halts the reduction of a  
first one of the times remaining stored in a first one of the four memory locations, and  
initiates the reduction of a second one of the times remaining stored in a second one of  
the four memory locations,  
in which the memory and each of the four clock buttons are attached to the  
body.

17. (Original) The device of claim 16, further including four displays, in which each  
display is operable to display one of the times remaining, and in which each display is  
attached to the body.

18. (Original) The device of claim 17, in which a first of the four displays is attached  
to a first face of the body and a second of the four displays is attached to a second face of  
the body, in which the first face is different from the second face.

19. (Original) The device of claim 16, further including:  
a first display operable to display a first and second of the times remaining; and  
a second display operable to display a third and fourth of the times remaining,  
in which the first display and the second display are attached to the body.

20. (Currently amended) The device of claim 16, with the four clock buttons referred to as A, B, C, and D, and with the four memory locations referred to as w, x, y, and z, in which:

clock button A, when pressed, halts the reduction of the time remaining stored in memory location w, and initiates the reduction of the time remaining stored in memory location x;

clock button B, when pressed, halts the reduction of the time remaining stored in memory location x, and initiates the reduction of the time remaining stored in memory location w;

clock button C, when pressed, halts the reduction of the time remaining stored in memory location y, and initiates the reduction of the time remaining stored in memory location z; and

clock button D, when pressed, halts the reduction of the time remaining stored in memory location z, and initiates the reduction of the time remaining stored in memory location y;

neither clock button A nor clock button B has any effect on times remaining in memory locations y and z; and

neither clock button C nor clock button D has any effect on times remaining in memory locations w and x.